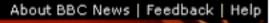
# Y'know, for kids! Social software for children

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O'Reilly Emerging Technology Conference

How can we ensure children's safety while letting them have expressive identities in social software?

Low Graphics version | Change edition





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Last Updated: Wednesday, 24 September, 2003, 12:44 GMT 13:44 UK

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#### MSN shuts down its chatrooms

Microsoft's internet service MSN is to cut back drastically its chatroom services because of concerns about child safety, it said.

MSN is closing all its chatrooms in Europe, the Middle East, Latin America and most of Asia One in five children regularly use from 14 October, and changing chatrooms, reports suggest the way others are operated globally.



"As a responsible leader we feel it necessary to make these changes because online chat services are increasingly being misused," it said.

Children's charities welcomed the move as "momentous" and said they saw it as a big step towards protecting young web users, but some have criticised the decision.

#### Abusive contact

Internet service provider Lycos has branded the action as Pirrocoporcible! and four obildren will make to other

#### WATCH AND LISTEN

Alex Kovach, Lycos UK

"We don't think this is a sensible move"

► VIDEO

#### **VOTE RESULTS**

Should chatrooms be closed down?

Yes

23%

No

77%

#### 744 Votes Cast

Results are indicative and may not reflect public opinion

#### CIBIRICI NEWSROUND



Chat fears Will children be put off using chatrooms or stay talking online?

#### SEE ALSO:

Chatroom closure under fire.

# Fears about child safety online

In September last year MSN closed its chatrooms in the UK and Europe, citing concerns about child safety. And just last month, the mobile operators in the UK released a code of practice that effectively bars under-18s from un-moderated chat

There has been something of a moral panic in the UK around child safety on the internet - particularly chatrooms (or what are increasingly known as 'contact services')

#### View from the headlines:

- 'Are any of our children safe on the net?'
- 'A playground for paedophiles'
- 'Neglect your children and you'll find them in the chatroom'
- 'Closing down chatrooms will protect our children'

## Social context

#### Child care increasingly privatised

 Even though children most dependent on social capital and informal networks of gift and exchange

### Families becoming more risk averse

- Intensive adult supervision
- Parents unsure how to manage risk in shared settings, e.g. school trips
- Reduces the scope for self-directed time, imagination and exploration
- Increased risks for children who break away from parental controls
- Children playing freely in public space less common
  - Far fewer children walk to school
  - Children argue that they'd enjoy themselves more in playgrounds if the equipment were more challenging
  - Growth in scope and influence of private consumption. 'Private' toys
     e.g. PlayStation used at home, often in the bedroom

# Introducing our personas...

Persona	Demographic	Defining moments	Identity work
'Jessica'	Pre-teen girls 8-11 years	School Owning things Copying older girls	Not self-conscious
'Jake'	Teenage boys 13-15 years	Secondary school Puberty Finding acceptance	Extremely self-conscious

# Personas are archetypal users

- People are individuals who can differ enormously according to personality traits (e.g. extrovert versus introvert, level of maturity) and personal situation (e.g. financial status)
- Whether young or old, identity is something that changes and develops over time and according to different situations
- For kids and teens, identity is still being formed and so is continually evolving as they begin to assert themselves

# Identity management (registration)

# **Identity management**



Jessica's not self-conscious enough to worry about secrecy or managing different identities

Where she does talk about her identity in different contexts, it's in terms of mood

- How she feels in different contexts
- Not how she's seen in different contexts

"If I was at home I'd be bored, whereas if I was at a party I'd be really happy"

The different contexts are also set out more clearly for her

Governed by school and parents

# **Identity management**



## Jake lacks the space to be different at different times

- Roles assigned to him by his peer groups
- Real fear of being embarrassed and summed up for good:
  "He's a nutter, he's thick, he's good at sport, he's a lady's man"
- Constant pressure to present himself in the best possible light in all contexts

### Secretive and non-committal in unfamiliar situations

Only reveals different aspects of his identity to a close few

## Sometimes it's important to save face

 Wouldn't participate in a discussion about school work, unless he could do so anonymously

# What data would children share?

PERSONAL INFORMATION	UK	EUROPE
My address	9.70%	14.70%
My phone number	9.50%	12.60%
My e-mail address	22.50%	36.00%
My full name	24.00%	34.50%
My real age	27.90%	44.00%
My school's name	16.30%	24.80%
None of the above	0.00%	2.70%













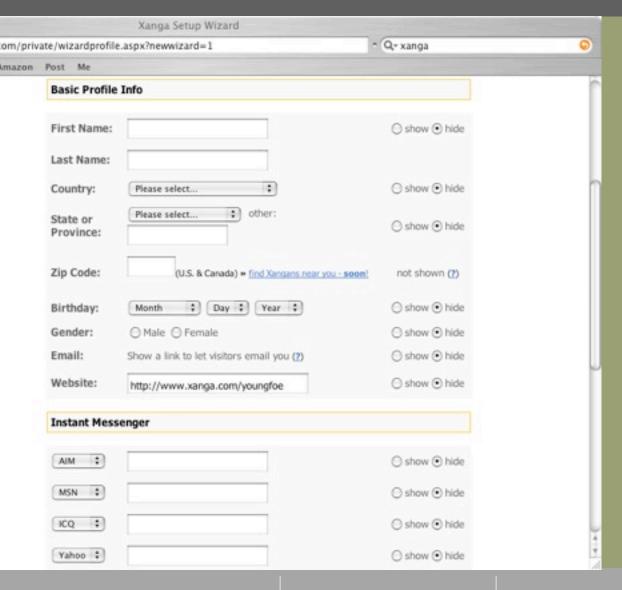




## **Contact details**

- The piece of personal information that most kids would share with others is their email address
- Recent research by MSN UK found that teens don't consider their Microsoft Passport ID to be personal information
- There has been an abundance of safety education in the UK (and Europe), so children now have some concerns about security but their concerns tend to be for other, younger users NOT themselves (but might be a mask for concerns about themselves)
- Boys are more likely than girls to give out their contact details

# Mixed messages



- Screenshot from a journalling site.
   'Basic' info requested includes contact details, full name and zip code
- Restricted to over-11s (COPPA) but children most at risk from 'contact' 12-14 years
- At least this only asks for your own personal data; social network sites ask for your friends' as well
- Can undermine safety education messages

# Safety education

BBCi

CATEGORIES TV RADIO COMMUNICATE WHERE I LIVE INDEX

SEARCH

Go

MONDAY 16th February 2004 Teort only

ChatGuide

Parent's Guide Teen's Guide

Teacher's

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Guide CBBC

FAOS

## CHATGUIDE

#### WELCOME

... to teens, kids, parents and teachers.

The ChatGuide website is full of information, tips and hints, and helpful Internet links to keep you safe while you have fun chatting on line.

First, be 'chat savvy' by checking out these five golden rules...



#### ChatGuide Today

#### Monday

Meera says "Remember 'Stranger Danger' - people may not be who they say they are in 'real life"



#### STAY CHAT SAUUY

- 1 Be wary people may not be who they say they are
- 2 Don't give out personal info.
- 3 Don't put your friends in a sticky situation by posting their details
- 4 Be cautious about meeting online people face to face
- 5 You are in control let someone know if you feel uncomfortable online

#### Teacher's Pack

Take a look at our new section for teachers. There are three lesson packs for you to use.

Whether you have a fast or slow Internet connection. there's something for you here.

#### Vant to know more?



#### PARENT'S GUIDE

All the facts on 'chat' plus how to keep your children safe online. Why not try chat for yourself & meet other parents?



#### **TEEN'S GUIDE**

How to practise safe chat, Links to gr8 sites. The latest band and celeb chat from BBCi.



#### CBBC SAFE SURFING

Get 'chat savvy' and play Dongle's safe surfing game and guiz. Download Dongle's amazing musical screensaver and some vallpaper for your own PC.



#### TEACHER'S GUIDE

NEW SECTION! Meera Syal presents a lesson on video, and there's also a version on PowerPoint for you to use

# Personal information meets journals

- Journals combine the collection and display of contact details with intense personal disclosure
- Online grooming practices predatory adults target socially isolated children and teens
- LiveJournal has a good tool for managing privacy (public and 'friends' setting for posts) but this is probably not very effective given children's casual approach to identity management
- Journals are very popular with and valuable to young people, so we need to look at ways to encourage (not just facilitate) privacy. At the very least, journals should be separated from personally identifiable data and have privacyand safety-friendly defaults









[music|"Timberwolves at New Jeresey"- Taking Back Sunday]

#### What Inuyasha Character are you? - Rende



Your Insyatha! You are a punk, you like to pick fights and hate being in school, your grades are slipping but you don't care, you are having to much fun to actually do anything about it!

erc="http://images.quizilla.com/U/Urchinborder="0" alt="">-(br>Your Inuyasha! You are a punk, you like to pick<br/>dbr>fights

resting HIV fighting tactics and I'm

Essay #1 of my Project

# **BBC** identity solution for kids

- Introducing the concepts of personal information and privacy in context, and setting standards that our younger users will hopefully take elsewhere
- Balancing ease of use with security, e.g. in recognition of shared use of computers there is no 'remember me' option
- Policing the public/private divide don't collect or publish contact information and no data is automatically made public.
   Parental consent required for collection of personal details
- Minute questions of language 'secret question secret answer' (password retrieval) functionality renamed 'private question private answer', to privilege personal privacy over 'secrets'
- Now researching the feasibility and desirability of age verification

## Important! Always remember these

- Do tell your parent or guardian that you are now a BBCi member
- Do respect each other
- Do have fun

## Don't X



- To keep safe don't tell anyone your real
  - name
  - address
  - phone number
  - school
  - password
  - secret answers
- Don't be rude!

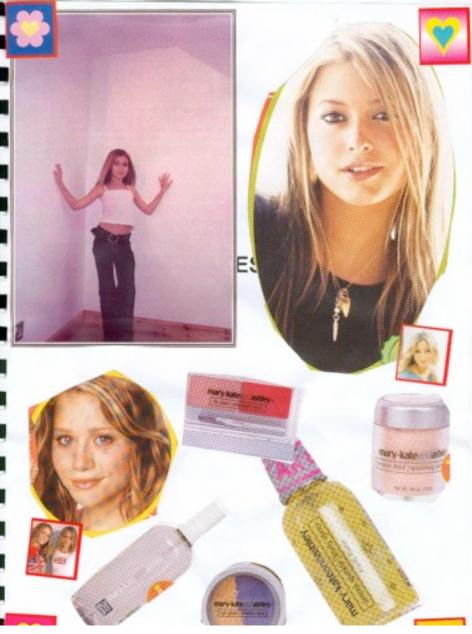
Cancel

I promise Next



# Role-playing







# Role-playing



## Aspires to older, teenage life

- Looking forward to becoming a teenager or even a mini-adult
- Looking for opportunities to try out older roles, rehearse a teenage script

# Busy mirroring the behaviour of her mum and older sisters

- Physical appearance is particularly important (e.g. make up, shopping, clothes...)
- She's not self conscious about it, though make up is something fun to try on, not yet a way of presenting herself for approval or acceptance

# Role-playing



## Manifests in a need to be better, like the older boys

- Making people laugh, being good at sport, getting high scores in computer games...
- Becoming quite competitive

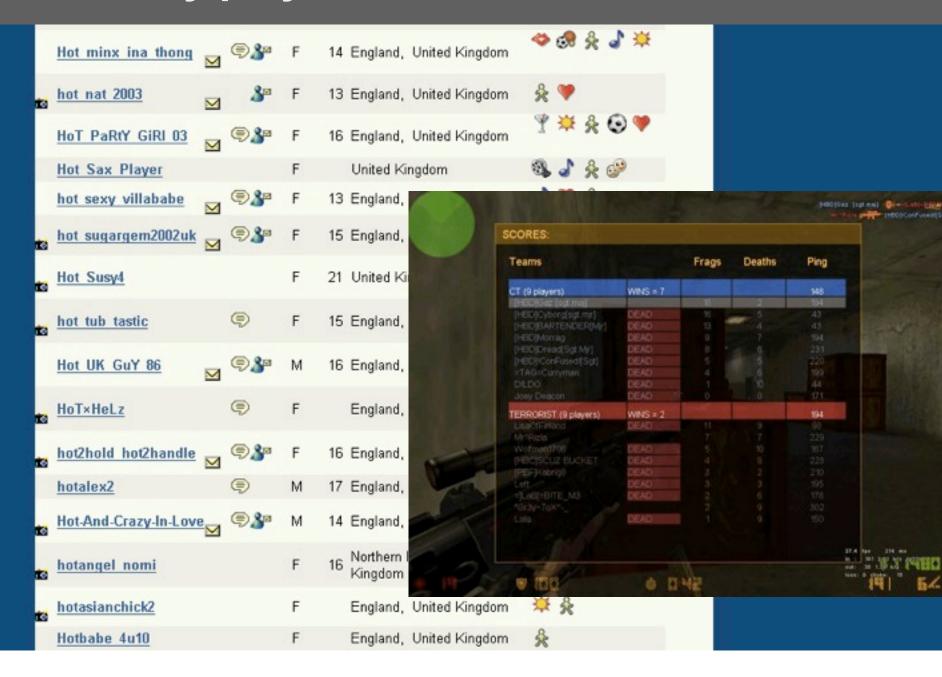
## Can also be very escapist

 Acts out fantasies via computer games or in virtual worlds to escape the pressures and insecurities of the real world and build his ideal self

## Sometimes it's important to save face

Wouldn't participate in a discussion about school work, unless he could do so anonymously

# Identity play online

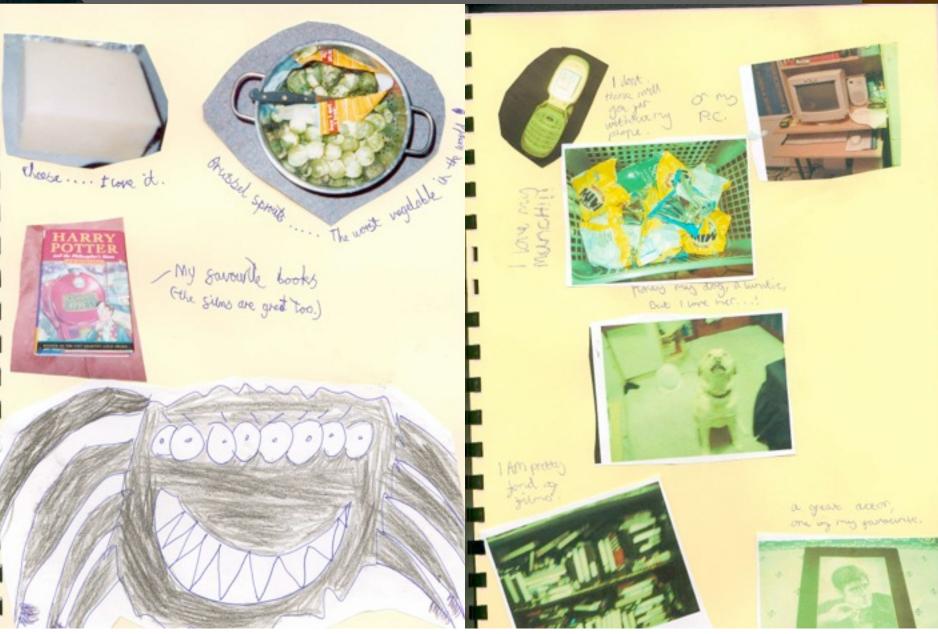


# Self expression (public profiles)



# Likes and dislikes







## Likes and dislikes



# Identity defined in straightforward terms of their interests

- Keen to describe what they're into, e.g. ballet, sport, animals, TV characters, their 'things'
- Rarely focused on abstract personality traits

## Expressed as likes and dislikes

• What they dislike is as important as what they like "I'm into Spurs... but not spiders"

## Interests bring inclusion

"You have to make sure you're into things that other people are into, cos otherwise you've got no one to talk to."



# More specifically...



# Can often find belonging in apparently minor dividers

"You have Mary-Kate and Ashley girls like me and then others who are into Rimmel"

## For Jake, interests come with strong hierarchies

 Not only that he's into something but that he's more into it and into it in a cooler way

## Social groups tend to be single-sex

 Gender differences relatively pronounced, and so their interests are very gender-specific



# Visual representation





# Visual representation



### Pulling faces

- Mood rather than appearance
- Would change regularly

Wearing favourite colours



### Unwilling to choose one image

Fear of being labelled ('for good')

### Socially-acceptable choices

- E.g. cars they're into, products they own, labels
- Images where he's looking good

# **Best practice: LEGO and Neopets**

Working from an understanding of how younger users want to express their identity, you find that the demographic data that services are so keen to collect isn't really necessary. It's possible to create safe, yet expressive, public profiles.



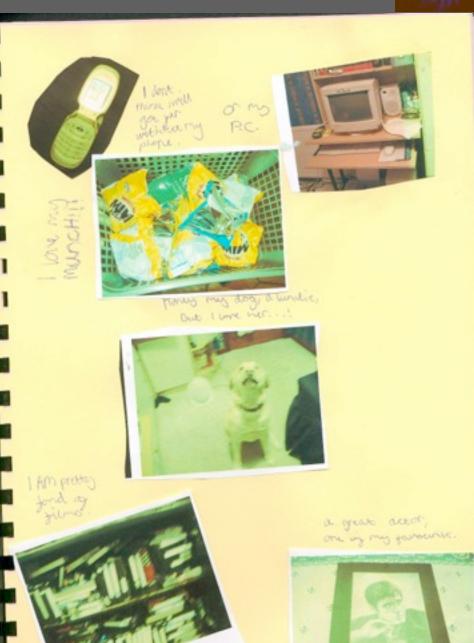


# Friendship and groups (buddy lists)

# Peer expectations







# Peer expectations



# Jake's beginning to understand that social symbols have meaning

- E.g. which school you go to, what brand of trainers you wear...
- A simple badge can be enough for him to judge whether someone is worth talking to

## Image is all important

- Starting to worry about appearance, bodily development
- Beginning to groom, trying to look good

"The photo of my Clearasil, my hair gel and deodorant sums me up the best"

## Looking for ways to be who he thinks he should be

 But has to be finely balanced to accommodate the different aspects of his life - his peers, school and family

# **Group membership**

#### Persona



'Jessica'



'Jake'

#### Purpose

Belonging and popularity Needs to be liked;

## the more friends and groups the better

## Belonging but also differentiation Can define different groups easily; needs to badge himself

#### **Benefits**

Involvement; not conscious of effect on her identity It's all about being involved

#### Pressures

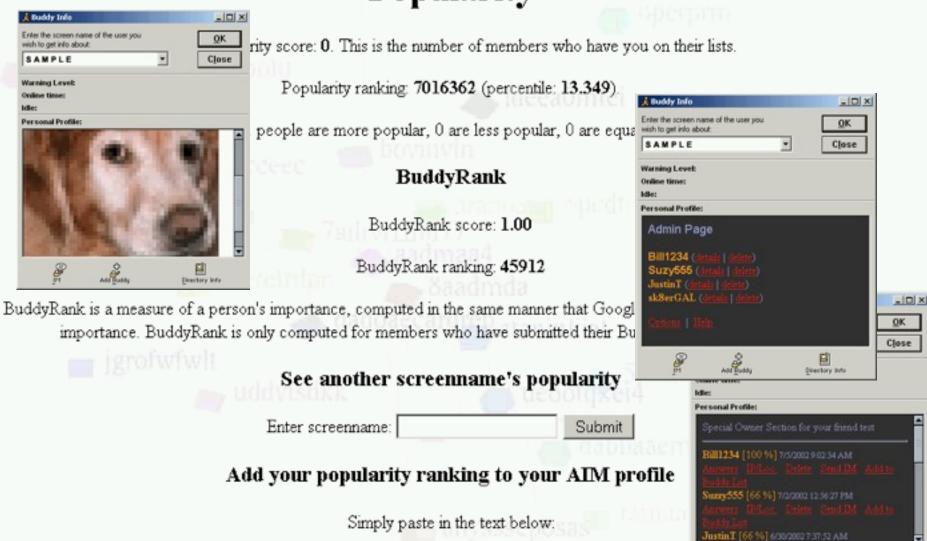
Lie about having an interest to be included

Reassurance; looks to group to take or bolster his own identity Eases his fear of exposure

Hide anything that might exclude him, e.g. religion Lie about acceptance things, e.g. PS2

<u>BuddyZoo</u>: Logged in as **foeromeo**. [popularity] [buddy list] [shared buddies] [cliques] [visual graph] [nearby buddies] [degrees of separation] [log out]

## **Popularity**



Directory Info

<a href="http://buddyzoo.com/quickpop?s=foeromeo"

target=" SELF">View my BuddyZoo popularity</a>

## Friendship and common sense

Social network sites, and IM add-ons like IMchaos and BuddyZoo, play to less desirable behaviours among children - popularity contests and cliques. They also dangerously collapse the common sense notions of friendship that children already have:

- Several studies have shown that after initial experimentation with chat, teens move to IM; they have no real interest in talking to strangers
- Teens might have buddy lists of 100-200 people but their contacts are all either friends (people they've met irl) or friends of friends. They don't take it any further than that.

Social network sites encourage exploration of more distant connections and the collecting of friends. Orkut and Friendster are over-18 but Tribe doesn't seem to have an age restriction. Social network sites have already started to be critiqued from a privacy perspective; let's extend that to consider safety as well.

# **Best practice: Toontown**



## **Best practice: Toontown**

A more responsible conceptualisation of what it means to have a friend in social software is used by Toontown, which offers two ways to communicate with other players:

- Speedchat is a menu-based chat system that allows a player to say everything they need to say to be able to play the game, without communicating any personal information
- The Secret Friends system allows players to exchange a secret code outside of the game that will allow two friends to chat with each other inside the game
- Their approach to easy group forming would also alleviate some concerns Jake and Jessica have around joining groups



## Barriers to joining groups



#### Nervous about joining existing groups

- Feeling of being in a weaker position
- Having to conform to established rules

But starting your own is also difficult; you don't know if anyone will join

Prefer the *feeling* that they are joining or beginning a group alongside other people - especially their friends

#### And that goes double online

- Friends' behaviour as limits of Jessica's world
- What's the point for Jake? "But I can speak to my friends..."
  - Perceived to be lacking in credibility; 'bullshitting'
  - Knowing he'd lie & disrupt means he worries about others

# Designing for safety

## Some guidelines

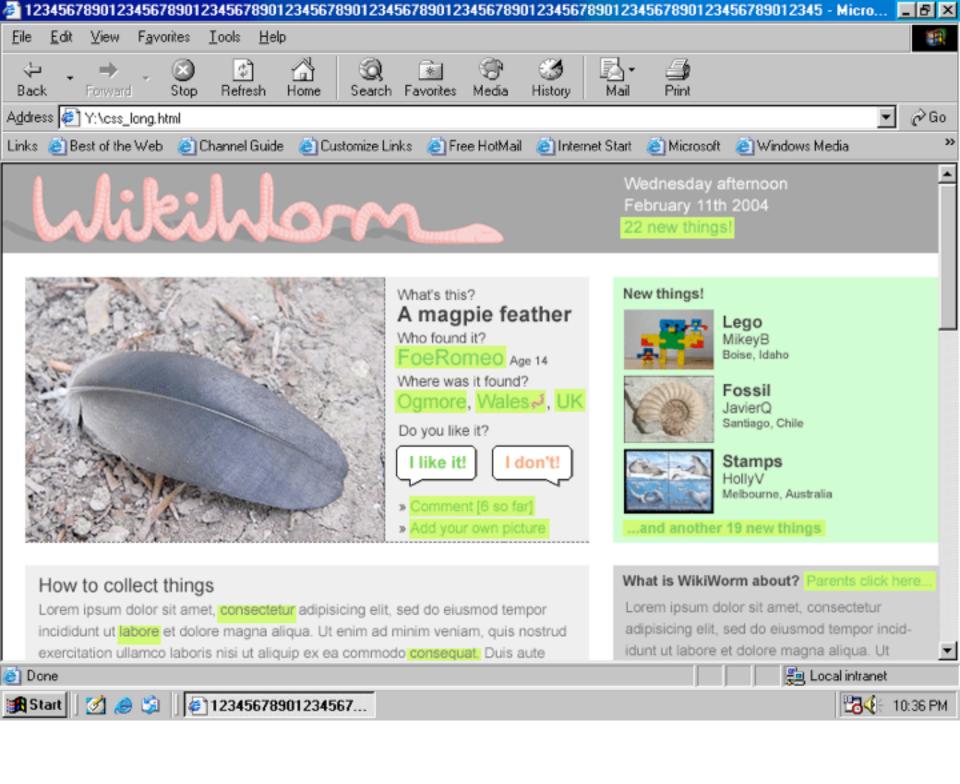
#### Do's

- Be clear about your **target audience** and moderation model. (And give careful thought to pre-moderation.)
- Get parental consent
- Focus on interests and mood, rather than demographic info
- Use child-friendly language
- Have safe (private!) defaults
- Give children control over the public display of their data (and caution them)
- Include contextual safety messages
- Build in safety tools like 'ignore' and 'alert'

#### Don'ts

- Collect more data than is required
- Encourage (or even allow) children
   teens to post their contact details
- Automatically transfer information to public profiles or directories (FOAF is a very questionable idea for children)
- Allow users to search directories by age and gender
- Publish friend lists or totals by default (and don't call them 'friends'!)
- Encourage users to post pictures of themselves

# Implications for blogs and wikis: *WikiWorm*



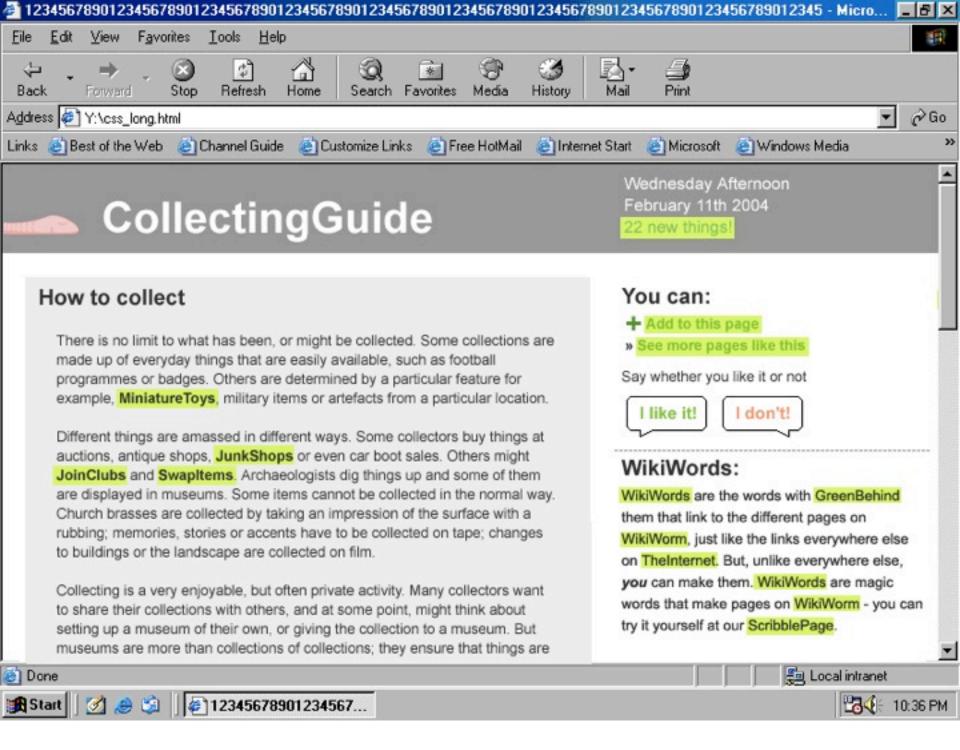
#### WikiWorm

WikiWorm is a website (made up of wiki and weblog elements) that allows children to express their identity through the **things they collect** rather than their personally-identifiable information. The 'things' they like and dislike - and the ownership of things - is very important identity work for children.

"Collecting things sort of shows what the person's like. It gives an insight on the person."

"Collecting is to impress mates. They can collect things to impress you, and you can collect things to impress them."

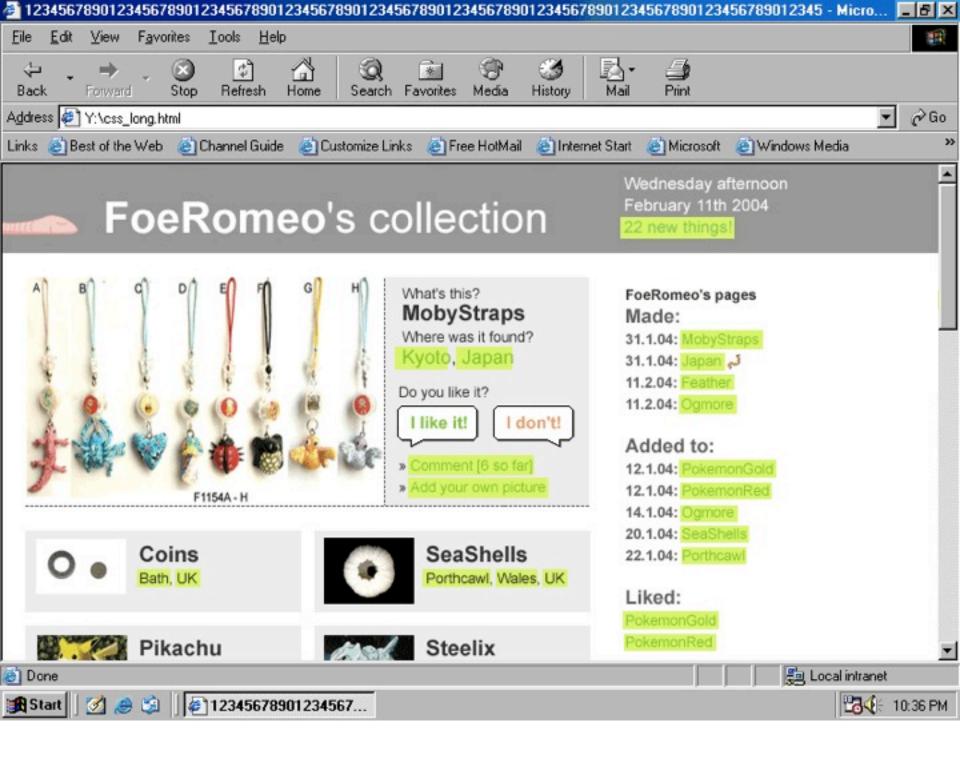
- **Picture-based** Jessica is especially interested in visuals
- Mobile can feel connected and contribute from wherever
- Structured entry forms, with pull-downs lack of typing skills can be a problem



### WikiWorm

# Collaborative, anonymous editing of a guide to collecting - with *just enough* ID

- Pre-populated. There's nothing more off-putting than a blank page but children are very comfortable re-purposing
- Wikis can be problematic for unconfident typists like Jessica, so it's important that the guide is in the context of a highly visual service and that it's easy to add and reposition pictures (drag and drop)
- Because wiki pages are anonymous, there's less motivation to contribute, so there has to be some identity pay off:
  - Nickname appears on pages they make or add to
  - Each contributor has a profile listing pages they've made or added to, and the date and time of their last contribution
  - All users are able to easily say whether they like or dislike a thing or page



## **Moderation by parents**

# Using RSS syndication to hand moderation over to parents

- A mix of reactive and distributed moderation
- Using a subset of users parents as moderators
- Parents alerted to children's posts or any edits to their child's pages on a wiki
- If something inappropriate is happening, they can either take it up with their child, or refer it to the site for attention
- Reduces moderation costs
- Actively involves parents in both their child's activities and setting standards of behaviour for the service itself
- Need not be a negative for the child: 'fridge door', rather than 'checking pockets'

# Questions? (Comments also welcome)

http://foe.typepad.com